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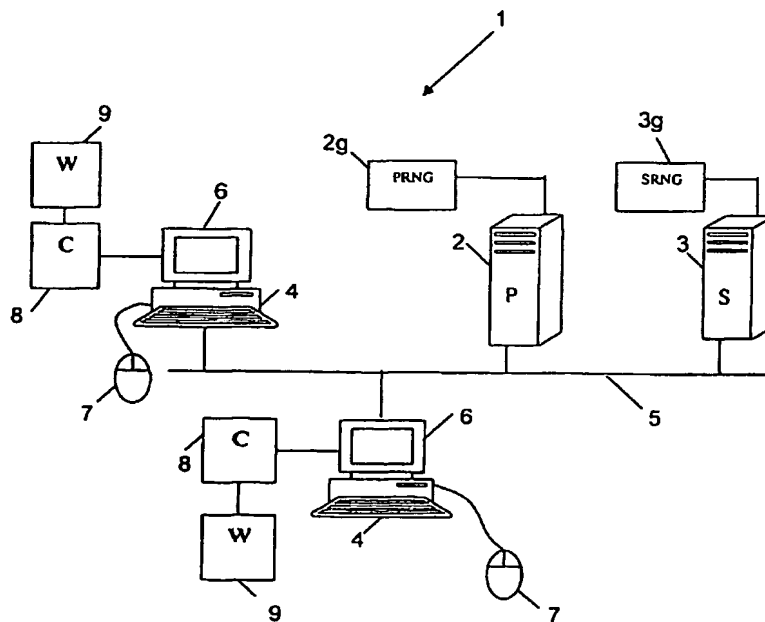
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(54) Title: REDUNDANT GAMING SYSTEM



(57) Abstract: A gaming system (1) comprises one or more player stations, a primary random event generator (2g) communicable with each player station by means of a communication network, a secondary random event generator (3g) communicable with each player station by means of the same communication network and a controller.

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